Units 1, 7,  
and 8

## Manipulative Activity

### Is and Is Not

#### Learning Goals

Sort objects • Name shapes • Use reasoning skills to play a game

#### Materials

- Attribute Shapes
- hula hoop (one)
- index cards
- various classroom objects

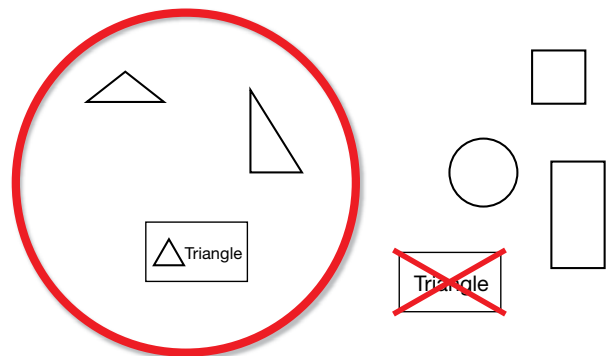
#### Suggested Setting

Small Groups, Math Center

#### Directions

1. Select an attribute. (color for Unit 1, shape for Unit 7, size for Unit 8)
2. Label an index card (e.g., “blue” for color, “circle” for shape, “big” for size) to identify the “IS” and place it inside the hoop. Label another index card to identify the “IS NOT” (e.g., “blue” with an “X” across it to show “IS NOT BLUE;” “circle” with an “X” across it to show “IS NOT A CIRCLE;” and “big” with an “X” across it to show “IS NOT BIG”) and place it outside the hoop. The index card words should be written using visual prompts. Color words could be written in the color they describe, size words could be written with BIG and little letters, and shape words could have an outline of the specific shape on the cards.
3. Place the “IS” card inside the hoop and the matching “IS NOT” card outside the hoop so children can see them.
4. Explain the rules:
  - a. Children choose an Attribute Shape and place it either inside the hoop or outside the hoop according to the attribute.

- b. Have children find additional classroom objects to place inside or outside the hoop according to the attribute.



#### Questions for Discussion

- What does each card mean? What does it mean when there is an X on the card?
- Why does this one go inside the hoop?
- Could this one be placed outside the hoop? Why or why not?
- How are the shapes inside the hoop the same? Different?
- How are the shapes outside the hoop the same? Different?



#### Texas Outcomes

**V.C.1.** Child names common shapes. **V.E.1.** Child sorts objects that are the same and different into groups and uses language to describe how the groups are similar and different.